

Heatball

Gameboard

Rules

Booklet

By:
Carlos Miró

www.Heatball.net

Heatball Rule Booklet.

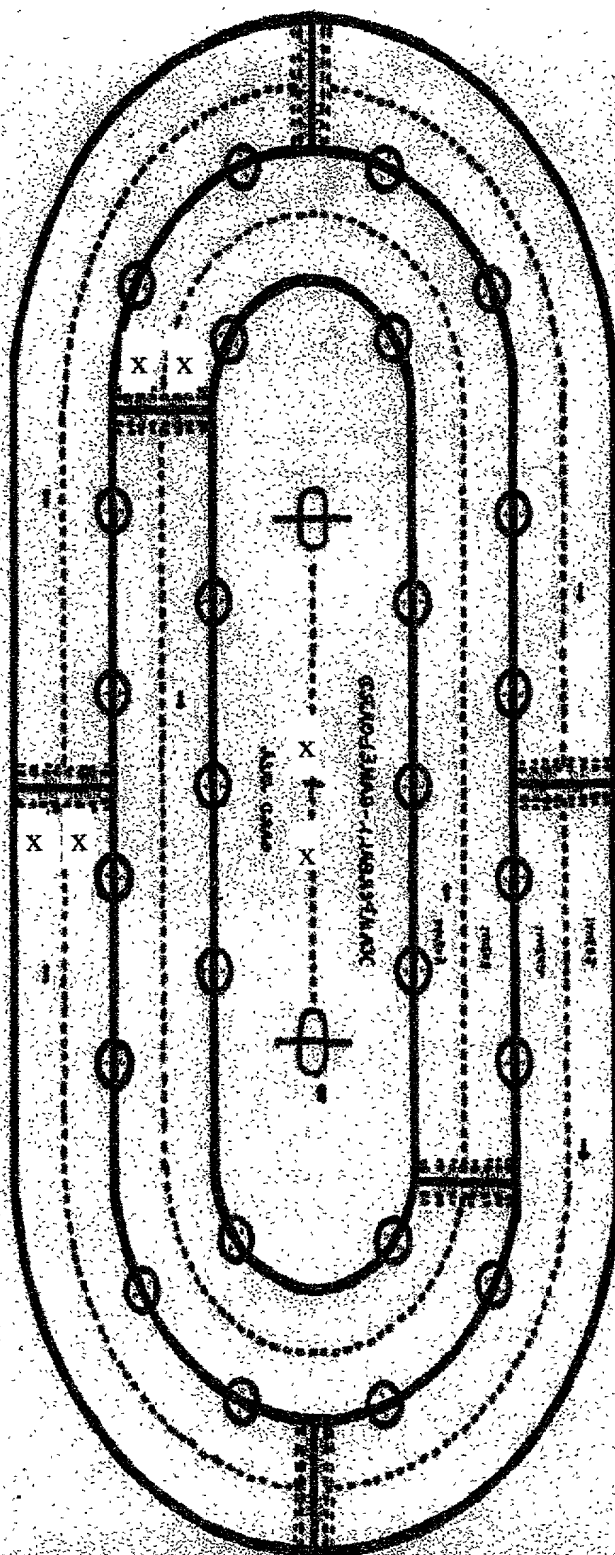
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By: *Carlos Miró*

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Position Of Men At The Start Of Game

scoring circles these circles indicate amount of points scored



neutral zones these are the starting points for your men.

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5. Or any division agreed upon by the players.

Rules For Dice Control.

Game begins by all players rolling the dice and the lowest number gets to move his man first.

1. players shoots with two pair of dice, or may elect to shoot with one pair only or one dice only, for strategic purposes.
2. Players have an option to move various men with every dice shot. (Example) a player may use 6 steps for one player to intercept or block an opponets' shot and use 4 of steps to advance another man to a good position for a high scoring shot. Players must use the dice numbers precisely for the moves. Example a player has a dice face showing 6, an another showing 4 he may advance one man 6 paces and another 4. this may be done for offensive and defensive moves. Arrows on board indicate direction of players movement. player may shoot and advance the same man.

Rules for players in lane 1-4

1. Outer lanes players must be moved for first possession and after every score..
2. Players advance their man by counting their steps on the yellow lanes, players may advance 3 diferent man with one dice roll.(With 4 dice).
3. Players may not count the steps without the man, a player must choose a man and use that man to take their steps.
4. If more than two players are playing alternating team rolls will be establish after first dice roll.

This game contains:

1. offensive moves shots and passes
2. defensive moves block shot and pass
3. Interceptions and rebounds
4. Fouls and penalties

Objective of The Game

Get higher point score.

Defeat opposing team

How to set up the score.

1. The game can be set to be played to a determine amount of points.
2. Or it may set to a certain amount of time. team with highest score wins.
3. Or an indefinite amount of points and time.

Heatball is played in teams.

Amount of players that may participate

1. The game may be played by as many six players per team, each player would control one team member.
2. Or two players, each player controlling one entire team.
3. With four players the teams would be divided, among the players.
4. A single player may play controlling both teams.

13. Any player in lanes 1-4 who lands within the neutral zone area have suffered a penalty that sends that player back beyond the nearest neutral zone. Player also loses the ball if he has it.
14. Whenever ball is thrown out of bounds, opposing team starts the ball with any man they choose.
15. Players in lanes 3-4 change lanes after crossing a neutral zone.

Rules for Gards

1. Gards may advance only with possession of the ball or to defend against opponents.
2. Gards may move in both directions; block and intercept in both directions, and move to avoid defenders, or for shooting strategy.
3. Gards receive automatic 2 points slam dunk when they land on the basket, without drawing a card. This gard goes back to starting point. And no one has the ball until someone gets hot. A gard may also draw a card for a shot.
4. Any gard going beyond the basket suffers a penalty that gives opponent 2 automatic points.
5. Gards may block or intercept in the same manner as players in lanes 1-4.
6. Whenever a guard scores both guards go back To the starting point and line up.

6. Team with the ball must attempt a shot after two dice roll by that team.
7. Shots and passes are performed by drawing a pass or a shot card.
8. When passing players must call out designated teammate to receive the pass before drawing the passing card.
9. Players may block shots or passes. To Block an opponents' shoot or pass, a defensive player must land two steps behind the opposing teammember with the ball.
10. Players may prevent opponets from receiving a pass by staying two steps behind them. This prevents both these players from receiving a pass. unless the shot or pass or interception or rebound is indicated by a shot or pass card.
11. Players may intercept balls. Any player that lands one step behind the opposing teammember with the ball has intercepted the ball. any player that lands directly next to the opponent has committed a foul, this gives free a shot without drawing a card. to player whom was fouled. If he had the ball he retains possession. The player that committed the foul loses his steps and goes back to the nearest neutral zone. Also loses the ball if he had it.
12. Players in lane 3-4 receive double their score automatically when they perform a successful shot. (Example) a player in lane 4 take a shot from the 4 point circle zone, this player draws a card that says "you've completed your shot successfully" this player gets 8 points for this shot. If the shot card doubles his score, he receives 16 points shot.

Heatball

The Game

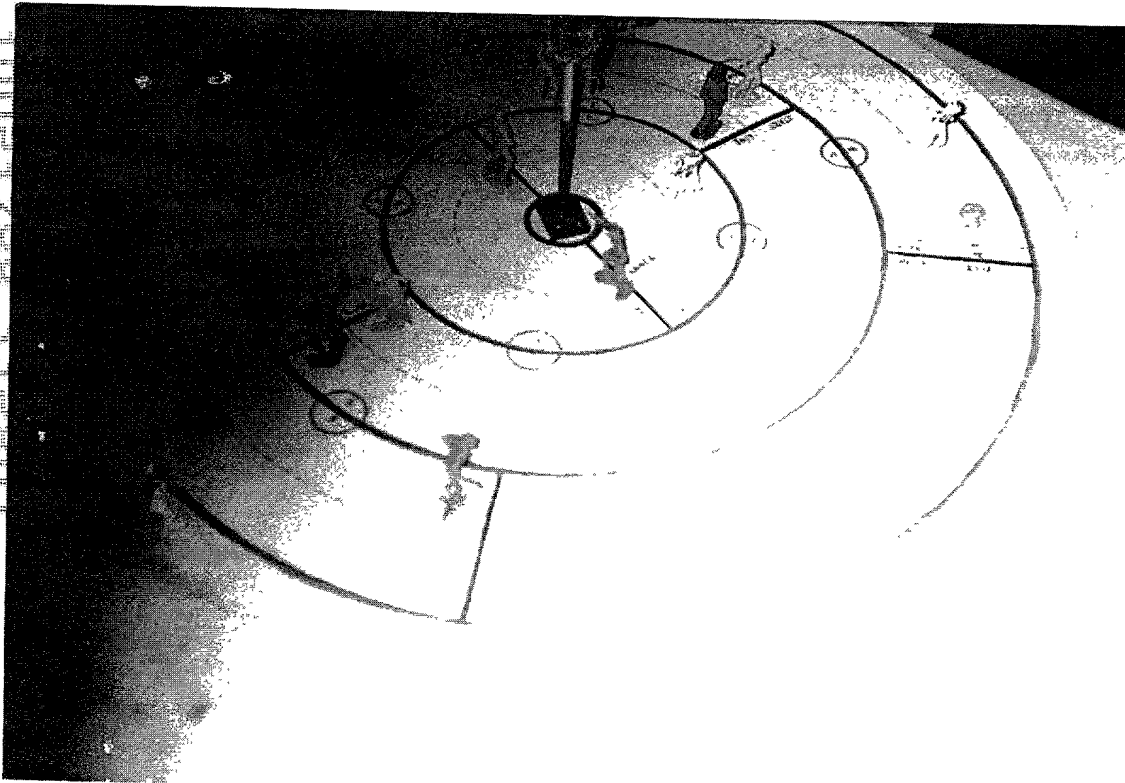
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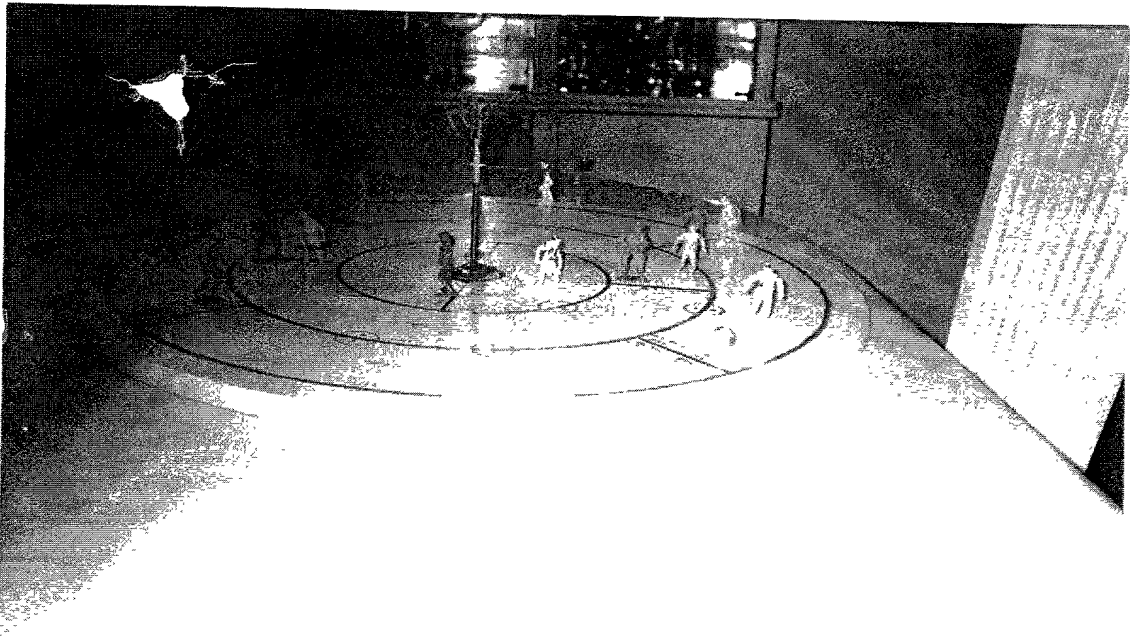
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author:

Carlos Miró

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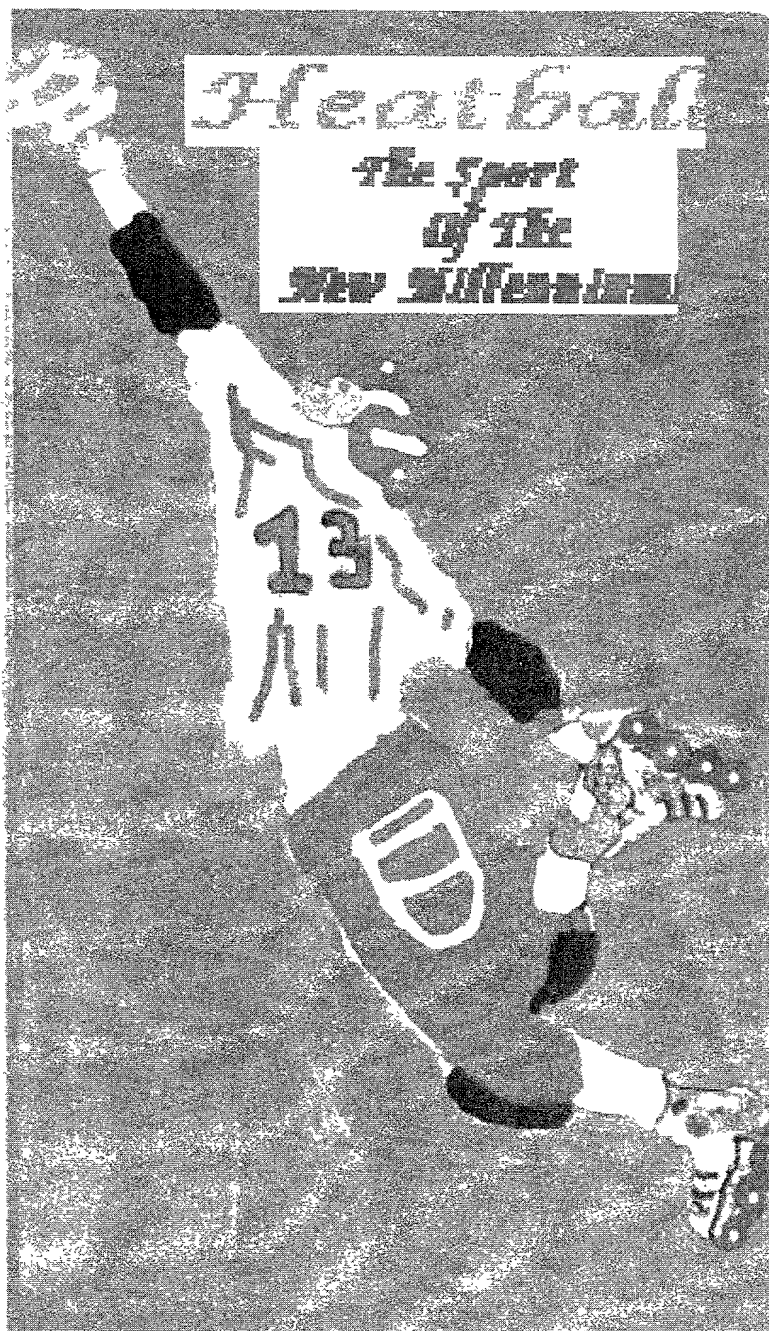


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This Book Only covers

Rules

and Regulations for the

Game Heatball played

On Skates on a 110 ft

Oval Court.

Definitions

And Game

Rules For

The Game

Heatball .

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Definitions and Rules

For New Sport

and Game

Heatball

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Author: Juan Carlos Miró

This book is intended to be used as the guideline for training players of the sport Heatball.

This book should be used by all coaches involve with the training of players of the sport Heatball .

All the referees and officials involved with the game of heatball shall be familiar with the design of the heatball court and all the game rules that apply in development of a game of heatball.

My hope as author and inventor of this game is, that all persons involve with this sport may enjoy the pleasant feeling obtained while participating, officiating or expectating such events.

Author: Juan Carlos Miró.

**My personal desire, is to promote Coaching
and teaching to all participants the
Values stated within this page. .**

It's my desire to create a sport that will motivate children and all persons involve, in a positive way of athletic life.

My personal definition of a complete athlete.

One who displays his athletic ability with a humble manerism and demonstrates a great deal of respect for himself and all others whom he comes into contact with.

One who respects his body and health by not using drugs or chemicals that will harm his body and diminish his athletic ability.

One who understands that athletic competition is not about violence or hatred for the opposition, but rather respect and admiration for their talent, and ability, something to learn from, and imitate.

One who understands the value of team work, and the beauty that is found in true friendship with teammates.

One whose conduct towards all is based on the **Golden Rule** which teaches to act towards others, with the attitude and mannerism, that, one would like to receive from them.

It's my desire that all participants in any Heatball league can learn the conduct and values stated on this page, and use them on and off the court, for enhancement of their lives, and the benefit of society in general.

Heatball:

**This Game is a new Sport called HeatBall
Invented By: Juan Carlos Miro,**

Description of The Court and Components That Comprise the Game.

**Dimensions, designs and Official Colors
For The Court:**

Dimension:

1. The dimension of the heatball court is a oval shape of 110 ft dimension or various diameters.

Designs:

1. Heatball courts may have a flat surface area.
2. Heatball courts may also be built with elevated and sunk areas through out the court.
3. Lighting enhancement maybe used within the floor area of the court to create an illuminated and Dynamic look to the court. these lighting enhancements areas may be found in the baskets and poles.

Heatball:

This Game is a new Sport called HeatBall

Team arrangements And Definition Of Heatball .

1. Heatball is meant to be played by various amounts of players on the court.
2. Two teams of 7 players may comprise the teams.
3. All players may wear ice or roller-skates, and all protective gear that is call for skaters, such as helmet, knee pads, elbow pads etc.
4. All teams must have a designated team captain in the court of play at all times.
5. A designate substitute in case the captain has to leave the court of play, all playersteam signals. will learn

Court Description:

1. The court for Heatball will be oval measures 110 ft in length by 50ft wide..

Description Of Court Continued.

2. Baskets are formed in this manner double horizontal rings measuring 38" in length and 18" in width, oval shaped.
3. Court has the following symbols which are used for rules and procedure of the game.

Rules Of Heatball.

1. All players must line up in legal formation at designated starting lines, to begin the game, guards may line up anywhere within their zone, they may line up next to their opponents, and they may be in motion.
2. The ball will be placed on the cone by the referee in the center of the neutral zone in lanes 1-2, at a neutral zone in the straight area of the court.
3. The clock shall begin to run. (This begins a run off) two forwards, will race from the fathers neutral zone from the ball, players that jump the neutral zones, during the race, before reaching the ball, will accumulate a point towards their score in the case their team scores on that play.
4. The 30 sec clock begins with the play, only forwards racing can put the ball in play, no other players may come into the area of lanes 1-2. Both forwards involve in the race must race across the neutral zone where the ball is placed, before proceeding to ward any other area of the court.
5. Player that obtains the ball must skate across a neutral zone to Heatup the ball, or he may pass the ball to a teammate to skate across the neutral zone, so that he may heatup the ball before anyone can attempt a shot for score. After a failed shot attempt, the ball may be recovered by a teammate and shot again for a score. However if the opposite team recovers the

5. continued

Ball is cold and this player has to take the ball out to a neutral zone in the lanes 1-2 to Heatup the ball, or he may pass to a teammate to perform the Heatup operation of the ball.

6. Each team will alternate to race in the inner lane, there will be 4 players in the area of lanes 3-4 lineup in the two neutral zones found in this area.

7. There is one player from each team in the guard area, in this area players may rotate in any direction they wish, players in lanes 1-4 have to rotate in the direction indicated by the arrows on the ground.

8. At the time the ball is put in play the game clock will begin, if the 30 clock time is expire before a shot attempt, this constitutes a violation and cause a penalty for that team. The ball shall be turned over to the opposite team for a free throw in the area of lanes 3-4 before the circle with 4 in it.

9. After the completion of a play, a completed free throw or a score through the horizontal rings, players will line up in legal formation to begin next play.

10. Players skating in all areas will not push trip or in anyway touch the opposing teammembers. If this happens a penalty will be charged against the offending player and a free ramp shot will be awarded to the offended player. (See rule 8 for ramp shot procedure.)

11. After a free-throw attempt the ball shall be dead, and is to be placed on cone by the referee.

12. Players may attempt to steal the ball from opponents, but any attempt to steal must not hinder opponents' forward progress by blocking or getting directly in front of such players. Players attempting a steal must not hit or slap opponents arms or body parts, if this happens offended player will receive a free ramp shot.(see rule 8 for ramp shot procedure)

13. Lane changes by players in the same rotation shall be performed in a manner that, does not slows, or blocks an opponents forward progress. Proper space shall be allowed during lane changes.

14. Areas between neutral zones and guard area, are called scoring areas, at no time during the game, 3 or more players from a team, may be in a scoring area, if this takes place a foul has been committed, and a free throw is awarded to the opposite team.

15. Legal lane changes may be performed by players by jumping into the next rotation or embracing a teammates arm and performing an assisted lane change.

16. Players may carry the ball during a lane change, and for three steps afterwards, players may dribble the ball with one or both hands. If a player takes more than three steps without dribble this constitutes a foul and a penalty will be charged, that team will turn over the ball to the opposing team. Teams will form at the beginning point for the run off in front of the neutral zone.

17. A scoring shot through the top ring adds one point to the score.

18. Each team has 6 time outs per game, time outs are 2 min in length.

19. Game clock is stopped by referee after every foul.

20. There will be 2 referees. They may enter the court of play for necessary actions.

21. Referees will blow one whistle sound to indicate a foul, Two whistle sounds to indicate a free throw, three whistle sounds to indicate it's time for players to come to legal formation to begin a play.

22. Players may skate in forward, or backward motion, but must follow indicated rotation for the lane they're skating in.

23. When attempting a shot to score, if a player elevates himself and performs a 360 turn before the shot, that player will receive double the amount of points awarded to him by the circle that will determine his score.

24. The same rule shall apply for free throws when the players complete the shot with the 360 spin motion, from the ramp.

25. On the free throws referees will place a ramp that will allow players to elevate themselves and make it easier to complete the spin motion and complete the shot. Players taking a free throw will have a limited allowed time to complete race around the neutral zones and complete the shot. Players not meeting the time dead line will lose the privilege of the free throw and will turn the ball over to begin in lane

26. The ramp shall be placed by the referee before the circle 4 in lane 3-4. Player must land within the foul lanes, or shot does not count, and ball is turned over.

27. When a player takes possession of a new lane within his or hers rotation circle he or she must do so at least 2 feet in front of the opposing player allowing enough space for the opposing player not to come in contact with him or her.

28. No player shall leave the court of play without approval

by the the officials. (Except in case of injury) Where a player is unable to signal Out.

29. Coach or team captain will signal time out substitution by creating a circle shape with hands using thumbs and index fingers.

30. Coaches must inform official with the number of the substituting player before the change is allowed.

31. Substitutions may take place at time of official time outs.

32. No player may introduce the ball into the rings from the bottom area this shall constitute a technical foul which turns ball over to the opposing team in the middle lanes with all players at starting lanes.

33. The game shall be won by the team with the highest point score. Any team that does not show up for a game forfeits the game.

34. No game can end on a foul. The opposing team will get one more attempt to score and will have 3 min to do so.

35. The play becomes dead when the ball is held by a player instead of dribbling while in the forward or back ward motion. for more than three steps.

36. A player may hold the ball while interchanging lanes with a team member for the duration of the 180. wist into the new lane and must immediately shoot or dribble or he will be call for dead ball. Players may hold the ball during the run to take a free throw.

37. Dead ball is punishable by turning over the ball to the opposing team in in the area of lanes 3-4 with all players in starting positions.

38. Any player who may become injured and can resume his position at play, must be substituted within 2 min time.

39. After an injury time out the ball shall be placed in play by the forward at starting line in lane no.1 all players are to start in normal starting position.

40. If neither team has possession during the time, a violation is committed the ball shall be put in play in lanes 1-2, the team awarded the ball shall put it in play from the start line in lane 1. and all players are to line up in their starting points.

41. All players that will be substituting must report to the official before entering.

42. No substitution shall take more time than 30 sec. If it does the a foul free throw. will be given to the opposing team at the spot of the 4 point circle in lane 3-4.

43. No player may kick punch or handle the ball in play other than in the legal dribble form. If any player violates this rule the ball shall be turned to the opposing team in the area of lane 1. at starting point.

44. Any player handling the ball and looses control of the ball and the ball touches the foul line or goes out of bounds, this shall give the opposing team and advantage in the run off, to restart the action by starting first in the inside lane on the first whistle and the offending team in the second whistle on the outer lane area.

45. In the case two players from opposite teams find themselves holding the ball at the same time for more than 2 sec officials shall blow their whistle and have the players take a ramp shot each in lane 4 on the 4 point circle zone.

46. In case a player falls to the floor while holding the ball she or he, may get up and dribble but if he or she holds the ball for over 2 sec the ball must be turned over to opposing team at the start line in lane 1.

47. In case the ball touches a faulline or goes out of play and there is a doubt as which player was at fault, do to both players handling the ball at the same time, both players will receive an opportunity to take a ramp shot in lane 4 from the 4 point zone.

48. In the case of a player throwing the ball against the body of an opponent, to purposely cause it to go out of bounds this shall constitute a foul. The ball shall be awarded to the opposite team in lane 1.

49. Any player with 3 or more intentional fouls must be escorted out of the game by the referee for the remainder of the game.

50. All players must move the bodies in a way as to not cause others to come in contact with them in an violent manner or in a manner that will constitute an intentional a foul.

51. Intentional fouls are punishable by a free shot at the 4 point zone in lane 4.

52. Referees will blow whistles to indicate the play action stopped for any reason.

53. A team may be charged with a technical team foul for having to many, or few players, on the court ,during play time.

54. Player amount foul is punishable by giving opposing team a free ramp shot in lane 4 before the 4 point circle.

55. Team fouls are charged against team captain.

56. Any player taking steps against rotation shall be called for skating against rotation. This will give opposing team. A free ramp shot.

58. Players rebounding the ball can take a shot attempt only if he or she recovered a hot ball from his own teammate. Player rebounding a ball from the opposing team shot, may pass the ball out so a teammate in lanes 1-4 may heatup the ball before the shot attempt.

59 A cold shot attempt, is a foul, and turns the ball over in lane 1.

60. There may never be more than three players from anyone team in the guard area. Or more than three players from a team in a scoring zone of lanes 1-4. This foul turns the ball over in lane 1. Or it awards a free throw if team did not have possessions. Foul shot will be in lane 4 circle 4.

61. Guards may jump out into any lane

62. A player throwing the ball back into the area of play to avoid the ball going out of bounds and hits another player with it. The player throwing the ball will be charge with the ball going out bounds and the ball will be give to opposing team in the starting point of lane 1.

63. The foul shot shall be taken in this manner players must circle the length of the court in the area of lanes 3-4 must cross the neutral zone in this area to Heatup the ball before attempting the free throw.

66. Players on lanes 3-4 while taking a shot land on the divider line the shot shall count for the for highest point to the nearest circle.

Set Up Of The Court Drawings.

1. Teal lines are foul lines, skaters must be aware of lines especially in the initial run off.
2. Orange circles with numbers in them determine the amount of points players will obtain when taking their shots. The circle that is ahead of the player when taking a shot determines the point amount that player will receive.
3. Rotation arrows and neutral zones shall be painted according to the drawing drafted by inventor and to patent office, these should be painted in black with yellow lines.

Ball Design

The Heatball, ball shall be a sphere of approximately 1ft in diameter and shall be built from a rubber or rubber like material which will permit it to rebound approximately 3 1/2 ft when dribble against a wooden surface. Inflated to a density of accomplish the stated requirements. The ball shall be teal green with with orange stripes.

Technical Equipment Required To Conduct a Heatball Game.

1. Game Clocks.
2. Game clocks shall be placed at a place on the court where is visible to all players and coaches.
3. The game will consist of 4, 15 min periods, with a 30 sec clock to monitor ball handling time.

4. After every period of play time, an official time out shall be called and it will have a 2 min duration.
5. Official time outs stop the game clock.
6. Score cards shall be kept for every player, these shall be made available to the officials upon request.

Coach, Assistants And Trainers.

1. Coaches and trainers must remain out of the court of play at all times during the course of the game.
2. Before beginning any game the coach shall provide for the officiating staff, the name and number of every player on the roster for that game, and all available substitutes.
3. Coach shall provide the officiating staff the name of all trainers and assistant coaches on the side line bench.
4. The name of the substitute in case the head coach is ejected or has to leave the court for any reason.
5. Whenever a time out is solicited by a coach , it may be withdrawn, before the referee whistle, to indicate the time out.
7. In the case that both team coaches solicit a time out, only the coach who solicitation was noted first will be charged.

Referees And Field Judges Duties:

1. Before commencing any game referees shall inspect that all equipment is in good and safe condition.
2. Before commencing the game referees shall inspect that all players are wearing the proper protective gear and are not wearing or caring any object or additional equipment that is

3. Referees shall inspect the ball and baskets security and placement.

4. Referees and field judges will have at their discretion all calls which can be benefit of the game and the safety of the players.

5. Heatball is a new sport and therefore may require additional rules and regulations that will instituted to promote the game in a safe manner.

6. Officials and referees will be responsible for implementing game rules.

7. No one official can overturn another officials' decision on a particular call.

8. No player at any time shall question a call nor debate a call with an official. Only the team Capt. will be inform as to the procedure that will be in place in the case of fouls and penalties.

9. Officials will have determining authority to make decision with regards to any play or situation that may occur during play time of this game which has not been covered and specified in the rule book of Heatball.

10. Officials shall blow their whistle to indicate any foul , shall indicate to the card keeper the number of the player being charged with a penalty.

11. Officials shall blow their whistles to indicate the end of every play, every completed score, every foul, at the beginning and ending of the game.

12. Officials shall charge a capital foul to any player coach or member of the team whom exhibits unsportsman like conduct. This capital foul shall be executed by expelling such player, 12.

12. coach or other member of such team. This will include but not limited to fighting or malicious conduct that could be deemed unsafe or harmful to any member of any team or expectator.

13. Officials as well as coaches shall promote an attitude of friendly competition and courtesy towards all persons involve and expectorating this sport. Heatball is a sport of skill and timing , synchronizity and skating skills. Heatball is in no way intended to create violence bodily harm to anyone involve or expectating.

14. The officiating staff must have available for all games a substitute official in the case of injury the game may continue.

15. Official will signal time out by creating a circle above their head after blowing their whistle.

16. Official will signal fouls after blowing their whistle and call out foul, crossing their hands at wrist level with closed fist in both hands.

17. Official shall signal the free throw by spinning their right hand up in the air with index finger straight and the rest folded.

18. Official will call for the stopping of the clock by creating a T shape with four fingers of the right hand held under the left palm of the left hand held up chest high.

19. Time violation of the 30 sec clock and violation of the time allowed for free throws and delay of game by a team shall be signaled by the official by creating a T like shape with only the index and middle finger. holding this sign chest high.

Obligations of the card and time Keeper.

1. Time keepers and card keepers shall inform referees and officials as to the amount of fouls accumulated by a player to require such player to take mandatory rest, team fouls accumulate against team Capt.

2. Time keepers shall be responsible for registering the amount of players available and the substitutions made during a game Time as well as scores shall be kept in chronological order and officials shall be informed as to necessary information during time out periods.

3. Time keepers shall make sound a bell that will indicate the end of regulation play for any period.

4. Time keepers for the 30 sec clock shall be responsible of informing the the officiating team by signal that the time requirement has been violated.

5. If there is a tied score at the end of regulation time the time keeper shall make sound his bell twice to indicate the end of regulation time.

6. The time keeper shall make to sound his bell at the beginning of any additional quarter required to brake the tie.

Definitions:

1. Free throws are a privilege for the offended players in of fouls.

2. No other player shall be allowed to take the place of the offended player, (except the offended player cannot proceed

2.do to injury. In such case the Capt. will designate a player to take the free throw.

3. In the case of technical foul where a coach or a team member that it's not in the game commits a foul, or offense, that can be punishable by foul. The team Capt. will designate the player that will take the shot for the team. And such foul will be charged to the team Capt.

4. The foul shot shall be taken in this manner players must circle the length of the court in the area of lanes 3-4 must cross the neutral zone in this area to Heatup the ball before attempting the free throw.

5. During the course of the free throw do to a foul no other player shall obstruct the path or vision of the player taking the free throw. In case where an opposing player obstruct or interfere with the player taking the free throw, a second free throw shall be awarded to such player and team.

6. Any foul committed during the course of an attempted basket where the basket is completed the points shall count and the player offended shall be awarded a free throw.

7. Referees are to and warn players whenever their possible behavior and conduct may lead to violence.

8. No player shall change his or hers number before getting the change authorized by the officiating team.

9. If a foul is discovered to have taken place after the end of a play that has been consummated and as a result a score has been obtained the score shall stand and the penalty shot shall be granted to the offended player. Provided the foul was committed against the team that had ball possession.

10. Members of the same team may jump and go under and between the legs of his teammates. However members of opposing teams may not at any time jump over or try to go

under or between the legs of opposing team member. Players are encouraged to jump over any fallen player to avoid collisions.

11. If a collision occurs while two members are attempting to gain possession of the ball and they were both in good position to attempt recovery, no foul shall be called.

12. All rebounds by players must be handle with care not to jump or land on another players. If a player purposely or carelessly jumps and land on another player that player shall be charged with a foul that turns the ball over to the opposing team after a free throw has been awarded.

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Here is a list of infractions for referees to look out for and call during a game.

Procedure for race and Illegal formation Penalties.

When a player commits an infraction during the race or is lineup incorrectly. The forwards will line up again and the referee will blow two whistles. On the first whistle, player in the inner lane will start, on the second whistle player on the outer lane will start.

(If the offending teammember had the inner lane that team will lose that position and forwards will switch.)

A. Illegal lane change, blocking or pushing opponents. Free Throw award (See Rule 8 for procedure)

B. Touching the foul lines with skates during the run off. (player guilty of this infraction will race at second whistle) .

C. Illegal tactics for ball stealing, such as slapping or hitting opponents' body parts. Free Throw award.

D. Receiving a pass or passing over the neutral zone. Free Throw award (See rule 8 for procedure.)

E. Illegal formation to begin run off, or game. (second whistle rule.)

This Book Only covers

Rules

and Regulations for the

Game Heatball played

On Skates on a 110 ft

Oval Court.

United States Patent & Trademark Office
Office of Initial Patent Examination

Application papers not suitable for publication

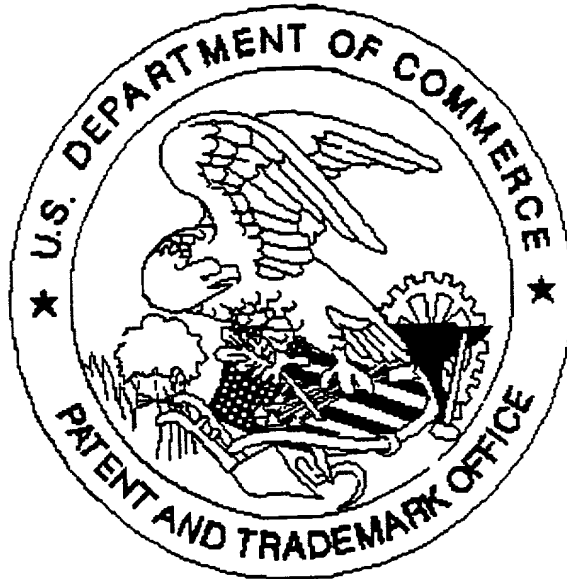
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- ☐ Drawing objection(s)
- ☐ Missing lead lines, drawing(s) _____
- ☐ Line quality is too light, drawing(s) _____
- ☐ More than 1 drawing and not numbered correctly
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- ☐ Excessive text, drawing(s) _____
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